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Daniel Lenoski, James Laudon, Kourosh Gharachorloo, Anoop Gupta, John Hennessy

May 1990 **ACM SIGARCH Computer Architecture News , Proceedings of the 17th annual international symposium on Computer Architecture ISCA '90**, Volume 18 Issue 3a

**Publisher:** ACM Press

Full text available: pdf(1.74 MB) Additional Information: full citation, abstract, references, citings, index terms

DASH is a scalable shared-memory multiprocessor currently being developed at Stanford's Computer Systems Laboratory. The architecture consists of powerful processing nodes, each with a portion of the shared-memory, connected to a scalable interconnection network. A key feature of DASH is its distributed directory-based cache coherence protocol. Unlike traditional snoopy coherence protocols, the DASH protocol does not rely on broadcast; instead it uses point-to-point messages sent between th ...

**2** Multimedia: Trade-offs in bit-rate allocation for wireless video streaming

Vladimir Vukadinović, Gunnar Karlsson

October 2005 **Proceedings of the 8th ACM international symposium on Modeling, analysis and simulation of wireless and mobile systems MSWiM '05**

**Publisher:** ACM Press

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One of the central problems in video transmission over lossy channels is the choice of source and channel coding rates to allocate the available transmission rate optimally. In this paper, we present a structural distortion model for video streaming over time-varying fading channels. Based on this model we study the average video distortion for various bit-rate allocation strategies and channel conditions. We argue that sensitivity to channel variations should be one of the selection criteria wh ...

**Keywords**: bit-rate allocation, perceptual distortion, video streaming

**3** Constant time permutation: an efficient block allocation strategy for variable-bit-rate continuous media data

Yueh-Min Huang, Jen-Wen Ding, Shiao-Li Tsao

April 1999 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 8 Issue 1

**Publisher:** Springer-Verlag New York, Inc.

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To provide high accessibility of continuous-media (CM) data, CM servers generally stripe data across multiple disks. Currently, the most widely used striping scheme for CM data is round-robin permutation (RRP). Unfortunately, when RRP is applied to variable-bit-rate (VBR) CM data, load imbalance across multiple disks occurs, thereby reducing overall system performance. In this paper, the performance of a VBR CM server with RRP is analyzed. In addition, we propose an efficient striping scheme cal ...

**Keywords**: Continuous-media server, Data placement, Load balancing, Striping, Video-on-demand (VOD)

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